****

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Finishing Game Logic**

**Advanced C++/OOP– CSCI4526**

**Benjamin Placzek 00650430 Professor Alice Fischer Computer Science**

**University New Haven**

**5/5/2021**

**Testing:**

To play a real game:

1. Game.cpp: uncomment line 75 and comment line 76
2. Game.cpp: comment lines 234-239 and uncomment line 231

**Output:**

output1.txt : automated game

output2.txt : manual game with user input